

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L5	1912	463/40	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:33
L6	4139	463/42	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:33
L7	2124	463/43	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:33
L8	4150	345/473	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:33
L9	91	473/474	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:55
L10	516	(participant) (spectator) (video game) (network)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:57
L11	792	(player) (spectator) (video game) (network)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:57
L12	251	(player) (spectator) (video game) (network) (viewing angle)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:58

L13	276	(player) (spectator) (video game) (network) (camera angle)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:58
L14	185	(player) (spectator) (video game) (network) (camera angle) (wireless)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 14:58
L15	23	15 l10	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01
L16	33	15 l11	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01
L17	5	15 l12	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01
L18	7	15 l13	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01
L20	15	16 l14	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01
L21	20	16 l13	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01
L22	17	16 l12	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01

L23	107	16 111	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01
L24	74	16 110	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:01
L25	9	17 110	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02
L26	25	17 111	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02
L27	4	17 112	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02
L28	6	17 113	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02
L29	3	17 114	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02
L30	7	18 114	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02
L31	12	18 113	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02

L32	8	18 112	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02
L33	18	18 111	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02
L34	11	18 110	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/04/07 15:02

EAST Search History (I nterference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L41	0	An online gaming system enabling users connected to a communications network to interact with a computer game being played across the network the system comprising at least one state engine for controlling the state of the game and at least one presentation engine for controlling the presentation to users of an output representing the state of the game the state engine being arranged to enable one or more users to affect the state of the game by communicating with the state engine and thereby act as participants in the game andthe presentation engine	USPAT; UPAD	AND	ON	2010/04/07 15:07

		being arranged to enable at least one other user to affect the presentation of the output to one or more users acting as spectators of the game by communicating with the presentation engine				
L42	0	A method of interacting with a computer game being played online by users connected across a communications network the method comprising controlling the state of the game using a state engine controlling the presentation to users of an output representing the state of the game enabling one or more users acting as participants in the game to affect the state of the game by communicating with the state engine and enabling one or more users acting as spectators of the game to affect the presentation of the output by communicating with the presentation engine	USPAT; UPAD	AND	ON	2010/04/07 15:08

L43	0	A wireless user terminal for playing a computer game online across a communication network the user terminal comprising a user interface for inputting and outputting information to a human user at least one state engine for controlling the state of the game and at least one presentation engine for controlling the presentation of an output representing the state of the game to the user interface and a network interface for transferring information to and from network wherein the state engine is arranged to enable a user of the terminal to affect the state of the game by communicating with the state engine and thereby act as a participant in the game and the presentation engine is arranged to enable a user of the terminal to affect the presentation of the output to one or more other users acting as spectators of the game by communicating with the presentation engine	USPAT; UPAD	AND	ON	2010/04/07 15:09
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